Random Events Table

These rules are intended to provide a little bit more chaos into the situation. They should only be used with the Advanced Game. Each player rolls two 10-sided dice (read as %, initiative/1st player first) during the Initiative Phase (after UN Resolution). If an event does not or cannot apply, then consider it to be No Event.

d100	Event	Effect
00	Collateral Damage	Lose 2 Victory Points (from Total; may not go below 0).
01-04	Helicopter Maintenance Problems	Rotate one enemy helicopter to "No Missions".
05-08	Emergency Aircraft Repairs	Move one friendly aircraft from "Flown" or "Recovery" to "Ready" box.
09-16	Sleeper Cell	Immediately conduct one SOF mission (no SOF marker needed) with –2 DRM.
17-20	Enemy Fuel Shortage	Place an OOS marker on an enemy motorized or mechanized unit (non-HQ). This may not be removed in First Supply Phase.
21-24	Enemy Ammo Shortage	Rotate one enemy HQ or artillery unit to "No Missions."
24-32	Successful Cyber Attack	Reduce enemy SAM or Detection track marker by one.
33-37	Additional Vertical Lift Allocated	Add +2 to friendly airmobile points for the turn.
38-41	Radio Chatter	Place one "detected" marker on an enemy HQ (not Supreme HQ).
42-45	Long Range Recon Patrol	Place one "detected" marker on an enemy supply depot or MSU.
46-49	Refugee Support	Reduce friendly airmobile points by –1 for the turn.
50-51	HUMINT	Place a "detected" marker on any enemy unit.
52-54	Tightly packed	Choose one friendly ground unit from a future turn and place it in this turn's reinforcement phase or repair one step for any one air or helicopter unit.
55	No Event	No event.
56-58	Port Delays	Enemy chooses one ground unit from this turn's Reinforcements to be delayed. It arrives in the next turn instead.
59-62	Wolverines!	Place an Interdiction Strike 2 marker in any hex.
63-64	Missile Stockpiles	Add +3 to friendly missile points (Cruise or Ballistic, roller's choice).
65-66	Quartermaster Graft	Roll 1d10. Reduce enemy supply points by ½ die roll (round fractions up).
67-70	Helicopter Supply Parts Shortage	Rotate one friendly helicopter unit to "No Missions".
71-74	Aviation Maintenance Problems	Move one friendly aircraft from "Ready" box to "Flown" box.
75-78	Friendly Ammo Shortage	Rotate one friendly HQ or artillery unit to "No Missions."
79-82	Friendly Fuel Shortage	Place an OOS marker on a friendly motorized or mechanized unit. This may not be removed in First Supply Phase.
83-90	5th Column	Enemy player may immediately conduct one SOF mission (no SOF marker needed) with a –2 DRM.
91-94	Logistics Snarled	Place an OOS marker on an enemy HQ. This may not be removed in the First Supply Phase.
95-98	Civil Unrest	Place an Interdiction Strike 1 marker in any hex.
99	Successful Propaganda	Enemy loses 2VP (from Total; may not go below 0)

ASW Survival Check Table

Die Roll	Effect
< ASW Survival Value	Evade
= ASW Survival Value	Strike 1
> ASW Survival Value but less than double	Strike 2
> double ASW Survival Value	Destroyed

ASW Survival Check Die Roll Modifiers:
+1 per additional enemy SAG/CV in the same At Sea Box (or associated Inshore Box or All-Sea hex) as the marker
+1 if marker was revealed (prior to the action causing this survival check)
+2 per enemy CVN in the same At Sea Box (or associated Inshore Box or All-Sea hex) as the marker
+1 enemy has Air Supremacy (applies to any At Sea/Inshore Box except in NWT: East China Sea, Taiwan Straits, South China Sea only)
+2 enemy has a Submarine Marker in the same At Sea Box
+/–x where "x" is the inverse of the enemy's Detection modifier in the At Sea Box

NEXT WAR

Alternate Air System Tables

Drawing Package Markers

Type A	+1 per CV or +2 per CVN on the map/Naval Display and not in Port.
Type B	−1 per Airbase/Airfield Captured/Destroyed last turn *or* has a Strike marker on it.

Air Defense Fire (ADF)

< ADE Value	Mission Successful. +1 to CSV or −1 DRM to Strike.
= ADE Value	Mission Successful.
1-2 > ADE Value	Mission Successful. −1 to CSV or +1 DRM to Strike.
3-4 > ADE Value	Mission Successful. −2 to CSV or +2 DRM to Strike.
5-6 > ADE Value	Mission Aborts. Place the PM back in the Available Draw.
7 > ADE Value	Mission Aborts; place on GT track to enter in next turn's Reinforcement Phase.
8+ > ADE Value	Mission Eliminated. Remove PM from game.

ADF Die Roll Modifiers:
 −2 if the flying side has Air Supremacy
 −1 if the flying side has Air Superiority
 −1 PM using Stand-off Strike
 +1 if the non-flying side has AWACs Advantage of 2 or greater
 +1 if the flying unit is within 2 hexes of an enemy HQ/Installation/Naval Unit
 +1 if the non-flying side has Air Superiority
 +2 if the non-flying side has Air Supremacy

Cyber Warfare

Cyber Warfare Capability Attack Table

Attack Value	≤ 0	1	2	3	4	5	6	7
UN Resolution	0	2	3	4	6	7	8	9
Electronic Detection	0	2	3	4	5	7	8	9
Air Superiority	0	1	2	4	5	6	8	9
Naval Detection	0	2	4	5	6	7	8	9
Strike Phase	0	3	4	5	6	7	8	9
Ground Combat	0	1	3	4	5	6	7	8

CWC Attack Die Roll Modifiers:
 −2 Initiative player Attacks on Game Turn 1